SHARK ISLAND

EXPANSION PACK GAME GRID

GRID CELLS	CLP	TLP	GRID CELLS	CLP	TLP
1			11		
2			12		
3			13		
4			14		
5			***15***		
6			16		
7			17		
8			18		
9			19		
10			***20***		
TOTALS			**TOTALS**		
ITEM STORAGE BOX					

CLP=CURRENT LIFE POINTS TLP=TURN LIFE POINTS

CONFLICT POINT DIE (D8)							
1	2	3	4	5	6	7	8
Found Items	*Ocean Currents -2 Points	*Seaweed -3 Points	*Hypothermia -4 Points	Oceanic Whitetip Shark -5 Points	Tiger Shark -6 Points	Bull Shark -7 Points	Great White Shark -8 Points

*The only Found Item that can be used with these conflicts within a player's own turn is a temporary float.

FOUND ITEM DIE (D8)							
1	2	3	4	5	6	7	8
Rock CPD -1 SPD +1	Smoke Bomb CPD -2 SPD +2	Knife CPD -3 SPD +3	Temporary Float SPD +4	*1 Bullet Needs Pistol	*Pistol Needs Bullet CPD -6 SPD +6	Grenade CPD -7 SPD +7	Floating Algae Power SPD +8

*A player with a gun must also have a bullet to be able to fire the gun.

STRENGTH POINT DIE (D8)							
1	2	3	4	5	6	7	8
Go Home +1 Points	Very Weak +2 Points	Weak +3 Points	Average +4 Points	Average +5 Points	Strong +6 Points	Very Strong +7 Points	Shark Terminator +8 Points

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